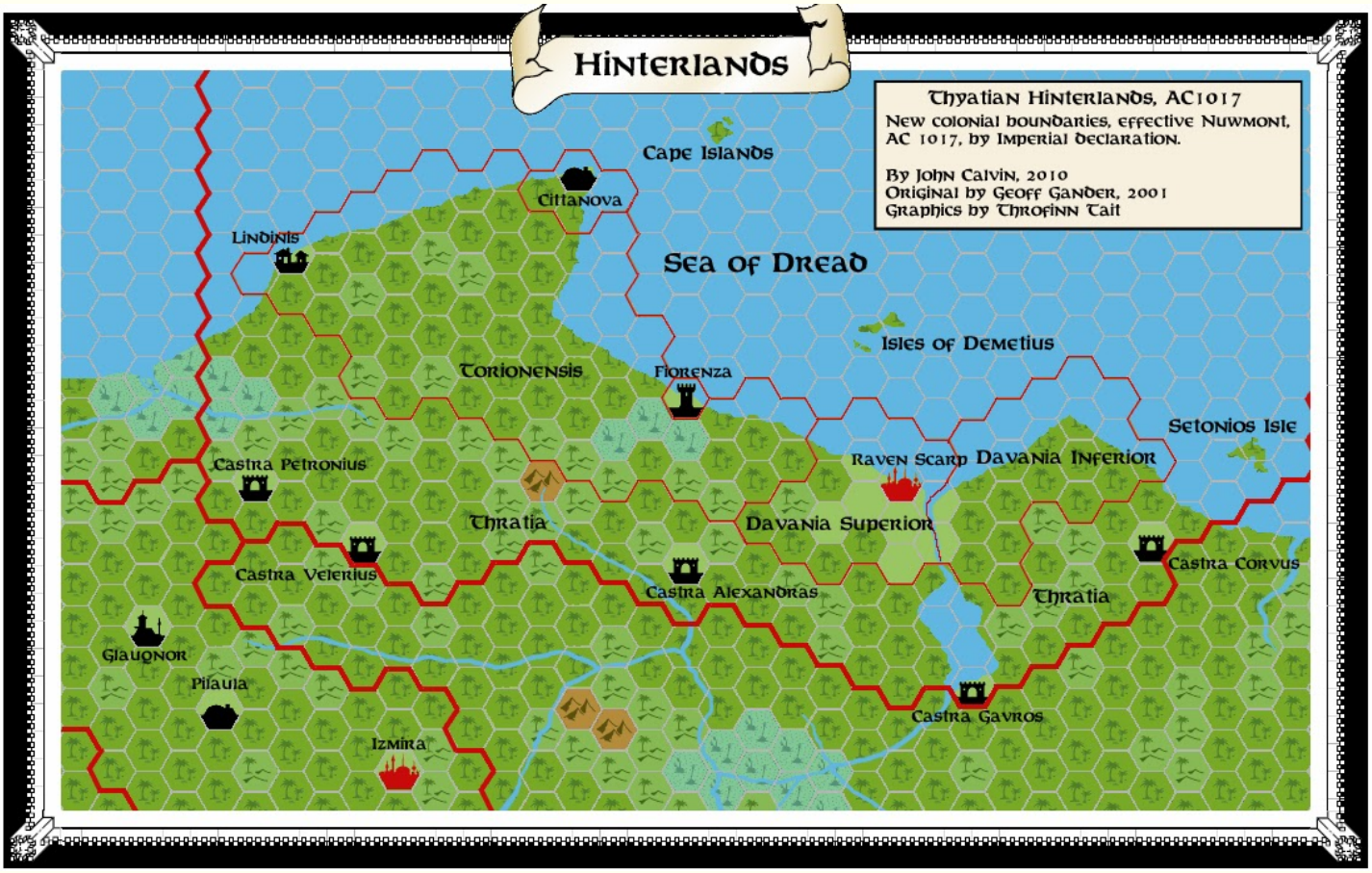
Dominion Stats – Thyatian Hinterlands

Naturally, after closing my file on Kastelios last night, I discovered yet another document that I had forgotten. Ha, ha! This one is a later development of the former Excel worksheet with a lot more flexibility and thought put into it. So, I decided to write off my Sunday and pitch the document against its hypothetical application to the Thyatian Hinterlands in Davania. Here's what I ended up with:



The Land and People of The Hinterland

Rural Population:	79,522	farmers	70%	**7,952** armed peasants and	**6,488**
Urban Population:	32,439	townsfolks	28%	town militias can be levied temporarily to	
Military:	2,285	warriors	2%	----------> help the standing army defend the land,	
Total Population:	**114,246**	**The Hinterlandians**		the seas, the air, and the ground below.	

Total Land Area: **82,008** **Sq. Miles** Total population density: 1.39 people per Sq. Mile

96% Wilderness — Price of Bread: 15 cp per 10 Lb. Loaf

4% Borderlands — Price Inflation: High

0% Settled/Suburban — Min. Wage: 8.1 sp per Month

Urban Areas and Military Centers

	Civilians	Military
Raven Scarp	25,034	1,145
Castra Corvus	200	200
Castra Gavros	400	200
Castra Alexandros	600	200
Castra Velerius	200	200
Castra Petronius	200	200
Lindinis	800	20
Cittanova	5,000	100
Fiorenza	60	20
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
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-	-	-
-	-	-

Mining Summary

Number of Mines: 0

0 Convicts or Slaves

0 Administrators

0 Guards

0 Relatives, Peddlers, Servants

0 Total Mining Population

Industries Summary

Basic Industries: *Fine Oils, Pearls & Coral, Timber, Pottery, Trinkets,*

Mid-Lvl Industries: *Monsters, Fine Woods, Medicinal Goods, Tax on Adventuring,*

Hi-Lvl Industries: *Merchant Fair, Rare Spices,*

Treasury of The Hinterland

Total Tax Income from Rural Areas	2,970	gp/month	8%
Total Tax Income from Urban Areas	17,266	gp/month	49%
Total Revenues from Mining	-	gp/month	0%
Total Revenues from Trade	10,080	gp/month	28%
Total Revenues from Tolls and Duties	5,219	gp/month	15%
Total Dominion Income	**35,535**	**gp/month**	100%
Available Treasury:	1,519	gp	

Mo. Tax Averages

Farmer	0.4 sp
Townfolk	5.3 sp
Household	3.6 sp
per Capita	3.1 sp

The Hinterlandian Fiscal Strategy

Construction & Upkeep	6,076	gp/month
Government & Politics	3,038	gp/month
Personal Prestige	6,076	gp/month
Treasury	1,519	gp/month
Military (*)	4,557	gp/month

Leadership Rating

❑ *Poor*

❑❑ *Acceptable*

❑❑❑ *Ideal*

Popularity ❑❑❑

Charity ❑❑

Administration ❑❑

Order ❑❑

Dominion's Prestige ❑❑

Civic/Religious Prestige ❑❑❑

Confidence Level ❑❑ Healthy

Justice ❑❑

Prosperity ❑❑

Technology ❑❑

Fiscal Regime ❑❑

Military Prestige ❑❑

Land Forces

Troop Type	Number	Level	Troop Type	Number	Level	
Light Infantry	258	1	Spellcasters	11	4	
Guards	-	1	Pegasi	11	2	
Heavy Infantry	140	2	--	--	--	
Shortbowmen	97	1	--	--	--	
Longbowmen	54	1				
Mounted Archers	--	--	Ballista Crews	34	1	
Lt Crossbowmen	--	--	Lt Catapult Crews	34	1	
Hvy Crossbowmen	--	--	Hvy Catapult Crews	34	1	
			Trebuchet Crews	34	1	
Squires/Light Horse	80	2				
Medium Horse	--	--	War Machine, Poor	--	--	(Crews)
Heavy Horse	--	--	War Machine, Fair	--	--	
Camels	--	--	War Machine, Good	--	--	
Elephant Riders	40	2	War Machine, Excellent	--	--	
Pegasus Riders	--	--				
Wyvern Riders	--	--	Required Auxiliaries	83	1	

Auxiliaries *include: knights' esquires and valets, animal handlers, cooks, sappers, carpenters, masons, menial workers, etc.*

(Entire) Baggage Train

Large Wagons:	38
Mules or Oxen:	57
Draft Horses:	33
Tents:	100
Camp Followers:	92

Siege Equipment

Ballistae:	8
Lt Catapults:	5
Hvy Catapults:	4
Trebuchets:	2

(*) Elephant team: 1 handler w/sword + 1 spearman + 1 archer.

Mounts:

Light Warhorses:	80
Medium Warhorses:	--
Heavy Warhorses:	--
Riding Horses:	125
Camels:	--
Elephants*:	13
Pegasi:	--
Wyverns:	--

War Machines:

Mediocre:	--
Fair:	--
Good:	--
Excellent:	--

Total Land Forces
910

Naval Forces

Ship Types	Number	Sailors	Rowers	Officers	Marines	Level
Small Galley	**10**	100	600	30	200	1
Large Galley	**4**	80	720	16	200	1
War Galley	**1**	30	300	5	75	2
	--	--	--	--	--	--
Small Sailing Ship	**8**	80	--	24	200	1
Large Sailing Ship	**3**	60	--	12	150	1
Troop Transport	**1**	30	--	5	50	3

Listed Levels *apply to* ***Marines*** *only.* ***Officers*** *are ranked individually. Rowers and sailors are Level 1. Rowers are not counted among military.*

Total Navy: **1,347 Seamen**

Marines on Shore Leave: 24
Total Fleet Size: **27**

Posted at Raven Scarp

Total Strength: **1,145 military**

Infantry:	25 Lt. Infantry, 13 Hvy. Infantry, 9 Shortbowmen, 6 Longbowmen,
Cavalry:	8 Lt. Cavalry, 3 Elephant Riders,
Special Troops:	1 Spellcasters, 1 Pegasi,
Siege Weapons:	12 Artillerists with 1 Ballistae, 1 Lt. Catapults 1 Hvy. Catapults, 1 Trebuchets
War Machines:	
Auxiliaries:	38 civilian horse handlers, esquires, sappers, or other laborers
Sick, Hurt, or Missing:	116 soldiers and seamen
Troops at Sea:	951 Seamen at port or at sea (incl. 617 marines, not incl. rowers)
Assigned Ships:	8 Small Galley 3 Large Galley 1 War Galley 6 Small Sailing Ship 2 Large Sailing Ship 1 Troop Transport

Baggage Train, *when leaving the Garrison*

Wagons:	18
Mules or Oxen:	24
Draft Horses:	15
Tents:	45
Camp Followers:	42 (incl. some families, merchants, harlots, and/or soothsayers, etc)